

What is claimed is:

1. A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element; and

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon.

2. The method of claim 1 wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof and wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character.

3. The method of claim 2 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

4. The method of claim 3 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

5. The method of claim 4 wherein the randomizing element includes at least one die.

6. The method of claim 5 wherein the moving of the game pieces includes the step of measuring the movement with a measurement mechanism distinct from the playing surface.

7. The method of claim 6 wherein each game piece has a rotating wheel integral with the game piece, wherein the wheel includes indicia indicative of the character attributes.

8. The method of claim 7 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof.

9. The method of claim 8 wherein the wheel indicia includes variable character attributes including combat characteristics, whereby the wheel indicia is selectively viewable through an aperture in a wheel body.

10. The method of claim 9 wherein the combat characteristics displayed is in the form of one of “Rock”, “Paper” or “Scissors”, and wherein the variable wheel attributes displays the available movement remaining during movement of a game piece as another variable character attribute.

11. A war game comprising:

a plurality of game pieces, wherein selected game pieces are representative of individual characters of the war game and are movable on a playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon; and

at least one randomizing element for mathematical combat resolution of simulated combat between characters.

12. The war game of claim 11 wherein the independent indicia is selected from the group consisting of text, letters, numbers and combinations thereof and the independent indicia represent character attributes including at least combat characteristics wherein combat characteristics are utilized in the mathematical combat resolution for the character and are selected from the group including attack values and range values for the

character, and physical characteristics of the character selected from the group including character type and movement values of the character.

13. The war game of claim 11 wherein the randomizing elements includes dice, wherein the dice and combat characteristics are utilized in the mathematical combat resolution for the character.

14. An adventure gaming game-piece which is representative of a game character, the game-piece comprising:

- a miniature;

- multiple character indicia on the game piece, wherein each character indicia is indicative of character attributes of the character, at least some of which are used for conflict resolution;

- a rotating element selected from the group consisting of a wheel and a sphere;

- and

- multiple rotating element indicia on the rotating element, wherein at least one character indicia is associated with the rotating element indicia.

15. The game-piece of claim 14 wherein the character attribute indicated by the character indicia that is associated with the rotating element indicia is a variable character attribute and is select-ably viewed through a viewing aperture in the game-piece by rotation of the rotating element.

16. The game-piece of claim 14 wherein the rotating element is a wheel and the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

17. The game-piece of claim 16 wherein the wheel is a movement measurement device with multiple indicia indicative of measured distance associated with at least movement indicia which is one of the character indicia on the base, whereby the available remaining movement of the character is varied through reduction during

movement of the character as illustrated by the indicia on the movement measurement device.

18. The game piece of claim 17 wherein the wheel has an axis of rotation generally parallel to a playing surface, whereby the wheel is generally perpendicular to a playing surface.

19. An adventure game comprising:
at least one randomizing element for game play; and
a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes a figurine and each game piece has multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia.

20. The adventure game of claim 19 wherein the at least one randomizing element is a die, and the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

21. The adventure game of claim 19 wherein on each game-piece the character attribute indicated by the character indicia that is associated with the rotating element indicia is variable and is select-ably viewed through a viewing aperture in the game-piece by rotation of the rotating element.

22. The game of claim 19 wherein the rotating element is a wheel.

23. The game of claim 22 wherein the wheel is a moveable counter with multiple indicia indicative of measured distance associated with at least movement indicia that is one of the character indicia on the game piece, whereby the available

remaining movement of the character is varied through reduction during movement of the character as illustrated by the indicia on the movement measurement device.

24. The game of claim 23 wherein the wheel has an axis of rotation generally parallel to a playing surface, whereby the wheel is generally perpendicular to a playing surface.

25. An adventure gaming game-piece which is representative of a game character, the game-piece comprising:

a miniature;

multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character; and

a selectively deployed elongated flexible distance measuring element.

26. The game-piece of claim 25 further including a rotating wheel with wheel indicia thereon, and the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

27. The game-piece of claim 25 further including an arc shaped member with indicia thereon for assisting in direction and range finding.

28. The game-piece of claim 25 wherein the flexible distance measuring element is a retractable line with line indicia thereon.

29. An adventure game comprising:

a plurality of game-pieces, each game-piece representative of a game character, each game-piece including a miniature having multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, and a selectively deployed elongated flexible distance measuring element; and
at least one randomizing element.

30. The game of claim 29 wherein the randomizing element is at least one die, and the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

31. The game of claim 30 wherein the figurine includes moveable body members, and the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

32. The game of claim 29 further including an arc shaped member with indicia thereon.

33. A method of playing an adventure game, comprising the steps of:
providing a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes a miniature and each game piece has multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia; and
rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and
selectively moving the game-pieces about a playing surface.

34. The method of claim 33 wherein the rotating of the rotating element is simultaneous with the moving of the game-pieces about the playing surface, and the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

35. The method of claim 33 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces,

and wherein the character indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

36. The method of claim 35 further including utilizing randomizing elements for combat dispute resolution.

37. An adventure game comprising:
at least one randomizing element;
a plurality of game-pieces with each game-piece representative of a game character, each game piece moveable over a playing surface; and
a measuring wheel adapted to measure distances on the playing surface.

38. The game of claim 37 wherein the randomizing element is a die, and wherein the measuring wheel displays indicia distinct from measured distances.

39. An adventure game accessory system comprising:
at least one randomizing element; and
a measuring wheel adapted to measure distances on the playing surface.

40. The accessory system of claim 39 wherein the randomizing element includes at least one die, and wherein the measuring wheel displays indicia distinct from measured distances, and wherein the wheel indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

41. An adventure game comprising:
at least one randomizing element;
a plurality of game-pieces with each game-piece representative of a game character, each game piece moveable over a playing surface; and
a measuring element integral with at least one game-piece and adapted to measure distances on the playing surface, the measuring element including a retractable line.

42. The game of claim 41 wherein the randomizing element includes at least one die.

43. An adventure game comprising:
game elements representing game characters, each game element including a figurine on a base with multiple indicia on the base, wherein the indicia is representative of multiple character attributes;
a movement measurement device capable of measuring movement of the game-pieces in both linear and non-linear paths; and
at least one randomizing element.

44. The game of claim 43 wherein the randomizing element includes at least one die, and wherein the multiple indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

45. The game of claim 43 further including a plurality of structural units adapted to build a variety of simulated structures.

46. The game of claim 43 wherein the movement measurement device is an elongated, flexible element, and wherein the multiple indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

47. An adventure game comprising:
game elements representing game characters, each game element including a figurine on a base with multiple indicia on the base, wherein the indicia is representative of multiple character attributes;
further including a plurality of structural units adapted to build a variety of simulated structures; and
at least one randomizing element.

48. The game of claim 47 wherein some of the structural units include indicia thereon.

49. A method of playing a war game utilizing game elements representing game characters, each game element including a figurine on a base with multiple indicia on the base, wherein the indicia is representative of multiple character attributes, a movement measurement device capable of measuring movement of the game-pieces in both linear and non-linear paths, and at least one randomizing element, the method comprising the steps of:

- moving some of the game elements based, in part upon, indicia on the base;
- measuring movement of the game elements with the movement measurement device, and
- engaging in mathematical combat resolution utilizing at least one indicia on the base and the randomizing element.

50. The method of claim 49 further including the step of building at least one simulated structure, and wherein the multiple indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

51. The method of claim 49 wherein the randomizing element includes at least one die.

52. An adventure game comprising:

- a plurality of structural building units for building simulated structures;
- a plurality of game-pieces each representative of game characters;
- a movement measurement device for measuring movement of the game-pieces;
- a randomizing element for the game; and
- a template for assisting the building of each simulated structure.

53. A competitive game comprising:

- a randomizing element;

a plurality of game pieces moveable on a playing surface, each said game piece representative of a distinct player character, each said game piece including a humanoid figurine on a base having at least one rotating wheel, each said game piece having a plurality of indicia thereon indicative of character attributes, wherein the indicia are indicative of distinct player characters and character abilities in attacking/defending and character abilities in movement.

54. The game of claim 53 further including a plurality of structural units which can selectively build a variety of simulated structures, wherein the plurality of indicia is selected from the group consisting of text, letters, numbers and combinations thereof.

55. A gaming system comprising a plurality of miniature toy figurine bases, each base supporting a miniature toy figurine thereon and including
a record tracking system on each base, each record tracking system including
a plurality of independent record display members, wherein each record display member includes a slide track spaced from the periphery of the base, a plurality of indicia on the base along the slide track spaced from the periphery of the base, and a slide member slide-able along the slide track.

56. The gaming system of claim 55 wherein on each base at least one of the record display members is configured to track physical characteristics of the figurine mounted thereon.

57. The gaming system of claim 56 wherein on each base at least one of the record display members is configured to track equipment characteristics of the figurine mounted thereon.

58. The gaming system of claim 57 wherein on each base the physical characteristics tracked by at least one of the record display members tracks health of the figurine mounted thereon.

59. The gaming system of claim 57 wherein on each base the equipment characteristics tracked by at least one of the record display members tracks ammo of the figurine mounted thereon.

60. The gaming system of claim 55 wherein on each base at least one of the record display members is configured to track equipment characteristics of the figurine mounted thereon.

61. The gaming system of claim 55 wherein the toy figurine on at least one base is a humanoid figure.

62. The gaming system of claim 61 wherein the humanoid figure on at least one base is holding a weapon.

63. The gaming system of claim 62 wherein the weapon held by the humanoid figure on at least one base is an edged weapon.

64. The gaming system of claim 61 wherein the humanoid figure on at least one base is mounted to an upper planar base cover that forms an upper part of the base.

65. The gaming system of claim 64 wherein the upper cover is attached to a planar lower part of the base through a plurality of posts and holes.

66. The gaming system of claim 64 wherein the upper cover portion of the base further includes a symbolic element on an upper surface thereof separate from the humanoid figure and indicative of an association the humanoid figure.

67. The gaming system of claim 64 wherein the slide members of each record display member is on a lower planar part of each base.

68. The gaming system of claim 64 wherein at least one base further includes a plurality of vertically stackable pedestals which may be selectively interposed between a lower planar part of the base and the associated miniature figurine to adjust the height of the figurine above the lower part of the base.

69. The gaming system of claim 64 wherein each base includes a planar lower sub-base and a pedestal above the planar lower sub-base supporting the toy figurine.

70. The gaming system of claim 69 wherein the slide members of each record display member is on a lower planar part of each base.

71. The gaming system of 70 wherein pedestal includes openings through which the slide members on the lower planar part of each base are viewable.

72. The gaming system of claim 54 wherein on each base the toy figurine is mounted to an upper planar cover that forms an upper part of the base.

73. The gaming system of claim 72 wherein the upper cover is attached to a planar lower part of the base through a plurality of posts and holes.

74. The gaming system of claim 72 wherein the upper sub-base portion of the base further includes a symbolic element on an upper surface thereof separate from the toy figurine and indicative of an association the toy figurine.

75. The gaming system of claim 72 wherein on each base the slide members of each record display member is on a lower planar part of each base.

76. The gaming system of claim 55 wherein each base includes a planar lower sub-base and a pedestal above the planar lower sub-base supporting the toy figurine.

77. The gaming system of claim 76 wherein the slide members of each record display member is on a lower planar part of each base.

78. The gaming system of 77 wherein pedestal includes openings through which the slide members on the lower planar part of each base are viewable.

79. The gaming system of claim 55 wherein the game includes mathematical combat resolution.

80. The gaming system of claim 55 wherein each base includes at least one attachment member for interconnecting the base with an adjacent base.

81. A combat based gaming system comprising:
a randomizing element for mathematical combat resolution, and
a plurality of miniature toy figurine bases, each base supporting a miniature toy figurine thereon and including a record tracking system on each base, each record tracking system including a plurality of independent record display members, wherein each record display member includes a slide track, a plurality of indicia on the base along the slide track, and a slide member slide-able along the slide track.

82. The gaming system of claim 80 wherein on each base at least one of the record display members is configured to track physical characteristics of the figurine mounted thereon.

83. The gaming system of claim 80 wherein on each base at least one of the record display members is configured to track equipment characteristics of the figurine mounted thereon.

84. The gaming system of claim 81 wherein on each base the physical characteristics tracked by at least one of the record display members tracks health of the figurine mounted thereon.

85. The gaming system of claim 81 wherein on each base the equipment characteristics tracked by at least one of the record display members tracks ammo of the figurine mounted thereon.

86. The gaming system of claim 81 wherein on each base at least one of the record display members is configured to track equipment characteristics of the figurine mounted thereon.

87. The gaming system of claim 81 wherein the toy figurine on at least one base is a humanoid figure.

88. The gaming system of claim 86 wherein the humanoid figure on at least one base is holding a weapon.

89. The gaming system of claim 87 wherein the weapon held by the humanoid figure on at least one base is an edged weapon.

90. The gaming system of claim 87 wherein the humanoid figure on at least one base is mounted to an upper planar sub-base that forms an upper part of the base.

91. The gaming system of claim 90 wherein the upper sub-base is attached to a planar lower part of the base through a plurality of posts and holes.

92. The gaming system of claim 90 wherein the upper sub-base portion of the base further includes a symbolic element on an upper surface thereof separate from the humanoid figure and indicative of an association the humanoid figure.

93. The gaming system of claim 90 wherein the slide members of each record display member is on a lower planar part of each base.

94. The gaming system of claim 89 wherein at least one base further includes a plurality of vertically stackable pedestals which may be selectively interposed between a lower planar part of the base and the associated miniature figurine to adjust the height of the figurine above the lower part of the base.

95. The gaming system of claim 89 wherein each base includes a planar lower sub-base and a pedestal above the planar lower sub-base supporting the toy figurine.

96. The gaming system of claim 85 wherein the slide members of each record display member is on a lower planar part of each base.

97. The gaming system of 86 wherein pedestal includes openings through which the slide members on the lower planar part of each base are viewable.

98. The gaming system of claim 81 wherein on each base the toy figurine is mounted to an upper planar sub-base that forms an upper part of the base.

99. The gaming system of claim 98 wherein the upper sub-base is attached to a planar lower part of the base through a plurality of posts and holes.

100. The gaming system of claim 99 wherein the upper sub-base portion of the base further includes a symbolic element on an upper surface thereof separate from the toy figurine and indicative of an association the toy figurine.

101. The gaming system of claim 100 wherein on each base the slide members of each record display member is on a lower planar part of each base.

102. The gaming system of claim 81 wherein each base includes a planar lower sub-base and a pedestal above the planar lower sub-base supporting the toy figurine.

103. The gaming system of claim 102 wherein the slide members of each record display member is on a lower planar part of each base.

104. The gaming system of 103 wherein pedestal includes openings through which the slide members on the lower planar part of each base are viewable.

105. The gaming system of claim 81 wherein each base includes at least one attachment member for interconnecting the base with an adjacent base.

106. A combat based gaming system using mathematical combat resolution, the system comprising a plurality of miniature toy figurine bases, each base supporting a miniature toy figurine thereon and including a record tracking system on each base, each record tracking system including a plurality of independent record display members, wherein on each base at least one of the record display members is configured to track physical characteristics of the figurine mounted thereon, wherein each record display member includes a slide track, a plurality of indicia on the base along the slide track spaced from the periphery of the base, and a slide member slide-able along the slide track.

107. The gaming system of claim 106 wherein on each base at least one of the record display members is configured to track equipment characteristics of the figurine mounted thereon.

108. The gaming system of claim 107 wherein on each base the physical characteristics tracked by at least one of the record display members tracks health of the figurine mounted thereon.

109. The gaming system of claim 107 wherein on each base the equipment characteristics tracked by at least one of the record display members tracks ammo of the figurine mounted thereon.

110. The gaming system of claim 106 wherein on each base at least one of the record display members is configured to track equipment characteristics of the figurine mounted thereon.

111. The gaming system of claim 106 wherein the toy figurine on at least one base is a humanoid figure.

112. The gaming system of claim 111 wherein the humanoid figure on at least one base is holding a weapon.

113. The gaming system of claim 112 wherein the weapon held by the humanoid figure on at least one base is an edged weapon.

114. The gaming system of claim 111 wherein the humanoid figure on at least one base is mounted to an upper planar sub-base that forms an upper part of the base.

115. The gaming system of claim 114 wherein the upper sub-base is attached to a planar lower part of the base through a plurality of posts and holes.

116. The gaming system of claim 114 wherein the upper sub-base portion of the base further includes a symbolic element on an upper surface thereof separate from the humanoid figure and indicative of an association the humanoid figure.

117. The gaming system of claim 114 wherein the slide members of each record display member is on a lower planar part of each base.

118. The gaming system of claim 117 wherein at least one base further includes a plurality of vertically stackable pedestals which may be selectively interposed between a lower planar part of the base and the associated miniature figurine to adjust the height of the figurine above the lower part of the base.

119. The gaming system of claim 118 wherein each base includes a planar lower sub-base and a pedestal above the planar lower sub-base supporting the toy figurine.

120. The gaming system of claim 119 wherein the slide members of each record display member is on a lower planar part of each base.

121. The gaming system of 120 wherein pedestal includes openings through which the slide members on the lower planar part of each base are viewable.

122. The gaming system of claim 106 wherein on each base the toy figurine is mounted to an upper planar sub-base that forms an upper part of the base.

123. The gaming system of claim 122 wherein the upper sub-base is attached to a planar lower part of the base through a plurality of posts and holes.

124. The gaming system of claim 122 wherein the upper sub-base portion of the base further includes a symbolic element on an upper surface thereof separate from the toy figurine and indicative of an association the toy figurine.

125. The gaming system of claim 122 wherein on each base the slide members of each record display member is on a lower planar part of each base.

126. The gaming system of claim 106 wherein each base includes a planar lower sub-base and a pedestal above the planar lower sub-base supporting the toy figurine.

127. The gaming system of claim 126 wherein the slide members of each record display member is on a lower planar part of each base.

128. The gaming system of 127 wherein pedestal includes openings through which the slide members on the lower planar part of each base are viewable.

129. The gaming system of claim 106 wherein the game includes mathematical combat resolution.

130. The gaming system of claim 129 wherein each base includes at least one attachment member for interconnecting the base with an adjacent base.

131. A miniature toy figurine assembly for a combat based game comprising:
a miniature toy figurine structure associated with a combat based game,
a plurality of elevating, stacking pedestals for selectively raising the height of the figurine structure in standard increments, and
a planer base having a mechanical record tracking system.

132. A method of playing a combat based gaming system using mathematical combat resolution, the method comprising the steps of:

providing a plurality of bases, each base configured for receiving and supporting a miniature figurine thereon, wherein each base includes at least one attachment member for interconnecting the base with an adjacent base;

interconnecting at least one set of a plurality of the bases,
positioning at least one miniature on the set of interconnected miniature bases;
and

moving the interconnected bases together with the at least one miniature positioned thereon as a unit over a playing surface.

133. A method of playing a miniature war game on a playing surface with a plurality of game pieces, wherein selected game pieces are representative of individual characters of the game, the method comprising the steps of:

simulating combat with mathematical combat resolution incorporating at least one randomizing element;

moving at least some of the game pieces representing the characters on the playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

measuring range values of the game pieces with a movement measuring device distinct from the playing surface; and

positioning simulated structures on the playing surface.

134. The method of claim 133 wherein the independent indicia represent character attributes including at least combat characteristics and physical characteristics of the character, wherein combat characteristics are utilized in the mathematical combat resolution for the character.

135. The method of claim 134 wherein the combat characteristics represented on the independent indicia includes at least one of attack values and range values for the character, and wherein the indicia identifies both the value of the attribute and the associated attribute.

136. The method of claim 135 wherein the physical characteristics represented on the independent indicia includes at least one of character type and movement values of the character.

137. The method of claim 136 wherein the randomizing element includes at least one die, and at least one simulated structure is a simulated castle.

138. The method of claim 137 wherein each game piece has a rotating wheel integral with the game piece, wherein the wheel includes indicia indicative of the character attributes.

139. The method of claim 138 wherein the wheel indicia is one of the group including pictures, letters, numbers, instructions, symbols, text, or combinations thereof.

140. The method of claim 139 wherein the wheel indicia includes variable character attributes including combat characteristics, whereby the wheel indicia is selectively viewable through an aperture in a wheel body.

141. A war game comprising:

a plurality of game pieces, wherein selected game pieces are representative of individual characters of the war game and are movable on a playing surface, wherein each game piece representing a character has multiple, independent visible indicia indicative of distinct character attributes thereon;

a plurality of structural units forming a variety of simulated structures on the playing surface; and

at least one randomizing element for mathematical combat resolution of simulated combat between characters.

142. The war game of claim 141 wherein the independent indicia represent character attributes including at least combat characteristics wherein combat characteristics are utilized in the mathematical combat resolution for the character and are selected from the group including attack values and range values for the character, and physical characteristics of the character selected from the group including character type and movement values of the character.

143. The war game of claim 141 wherein the randomizing elements includes dice, wherein the dice and combat characteristics are utilized in the mathematical combat resolution for the character, and wherein the simulated structure includes a simulated castle.

144. An adventure gaming game-piece which is representative of a game character, the game-piece comprising:

a miniature;

multiple character indicia on the game piece, wherein each character indicia is indicative of character attributes of the character, at least some of which are used for conflict resolution;

a base separable from the miniature selectively receiving the miniature thereon.

145. An adventure game comprising:

A plurality of structural units forming a variety of simulated structures positioned on the playing surface; and

a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes a miniature and each game piece has multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia.

146. The adventure game of claim 145 further including at least one randomizing element, wherein the at least one randomizing element is a die.

147. The adventure game of claim 146 wherein on each game-piece the character attribute indicated by the character indicia that is associated with the rotating element indicia is variable and is select-ably viewed through a viewing aperture in the game-piece by rotation of the rotating element.

148. The game of claim 145 wherein the rotating element is a wheel.

149. The game of claim 148 wherein the wheel is a moveable counter with multiple indicia indicative of measured distance associated with at least movement indicia that is one of the character indicia on the game piece, whereby the available

remaining movement of the character is varied through reduction during movement of the character as illustrated by the indicia on the movement measurement device.

150. The game of claim 149 wherein the wheel has an axis of rotation generally parallel to a playing surface, whereby the wheel is generally perpendicular to a playing surface.

151. An adventure gaming game-piece which is representative of a game character, the game-piece comprising:

- a miniature;

- multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character;

- a base separable from the miniature selectively receiving the miniature thereon; and

- a selectively deployed elongated flexible distance measuring element.

152. The game-piece of claim 151 further including a rotating wheel with wheel indicia thereon.

153. The game-piece of claim 151 further including an arc shaped member with indicia thereon for assisting in direction and range finding.

154. The game-piece of claim 151 wherein the flexible distance measuring element is a retractable line with line indicia thereon.

155. An adventure game comprising:

- a plurality of game-pieces, each game-piece representative of a game character, each game-piece including a miniature having multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, and a selectively deployed elongated flexible distance measuring element;

a plurality of structural units forming a plurality of simulated structures placed on the playing surface; and
at least one randomizing element.

156. The game of claim 155 wherein the randomizing element is at least one die.

157. The game of claim 156 wherein the figurine includes moveable body members.

158. The game of claim 156 further including an arc shaped member with indicia thereon.

159. A method of playing an adventure game, comprising the steps of:
providing a plurality of game-pieces with each game-piece representative of a game character, wherein each game-piece includes a miniature and each game piece has multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character, each game-piece further including a rotating element selected from the group consisting of a wheel and a sphere, the rotating element having multiple rotating element indicia thereon, wherein at least one character indicia is associated with the rotating element indicia;

providing a plurality of structural units for forming a variety of simulated structures;

building and placing selected simulated structures on the playing surface;

rotating the rotating element of at least one game piece to vary the rotating element indicia displayed; and

selectively moving the game-pieces about a playing surface.

160. The method of claim 159 wherein the rotating of the rotating element is simultaneous with the moving of the game-pieces about the playing surface.

161. The method of claim 159 wherein the adventure game is a war game and further including the step of simulated combat between at least some of the game-pieces.

162. The method of claim 161 further including utilizing randomizing elements for combat dispute resolution.

163. An adventure game comprising:
at least one randomizing element;
a plurality of game-pieces with each game-piece representative of a game character, each game piece moveable over a playing surface;
a plurality of structural units for forming a variety of simulated structures; and
a measuring wheel adapted to measure distances on the playing surface.

164. The game of claim 163 wherein the randomizing element is a die, and wherein the measuring wheel displays indicia distinct from measured distances.

165. An adventure game accessory system comprising:
at least one randomizing element;
a plurality of structural units for forming a variety of simulated structures; and
a measuring wheel adapted to measure distances on the playing surface.

166. The accessory system of claim 165 wherein the randomizing element includes at least one die, and wherein the measuring wheel displays indicia distinct from measured distances.

167. An adventure game comprising:
at least one randomizing element;
a plurality of structural units for forming a variety of simulated structures;
a plurality of game-pieces with each game-piece representative of a game character, each game piece moveable over a playing surface; and

a measuring element integral with at least one game-piece and adapted to measure distances on the playing surface, the measuring element including a retractable line.

168. The game of claim 167 wherein the randomizing element includes at least one die and further including templates for building the simulated structures.

169. An adventure game comprising:

game elements representing game characters, each game element including a figurine on a base with multiple indicia on the base, wherein the indicia is representative of multiple character attributes;

a movement measurement device capable of measuring movement of the game-pieces in both linear and non-linear paths;

a plurality of structural units for forming a variety of simulated structures; and
at least one randomizing element.

170. The game of claim 169 wherein the randomizing element includes at least one die.

171. The game of claim 169 wherein the movement measurement device is an elongated, flexible element.

172. An adventure game comprising:

game elements representing game characters, each game element including a figurine on a base with multiple indicia on the base, wherein the indicia is representative of multiple character attributes;

further including a plurality of structural units adapted to build a variety of simulated structures;

a plurality of templates to build the simulated structures with the structural units;
and

at least one randomizing element.

173. The game of claim 172 wherein some of the structural units include indicia thereon.

174. A method of playing a war game utilizing game elements representing game characters, each game element including a figurine on a base with multiple indicia on the base, wherein the indicia is representative of multiple character attributes, a movement measurement device capable of measuring movement of the game-pieces in both linear and non-linear paths, and at least one randomizing element, the method comprising the steps of:

- moving some of the game elements based, in part upon, indicia on the base;
- measuring movement of the game elements with the movement measurement device distinct from the playing surface, and
- engaging in mathematical combat resolution utilizing at least one indicia on the base and the randomizing element.

175. The method of claim 174 further including the step of building at least one simulated structure.

176. The method of claim 174 wherein the randomizing element includes at least one die.

177. An adventure game comprising:

- a plurality of structural building units for building simulated structures;
- a plurality of game-pieces each representative of game characters, each game-piece including a figurine;
- a randomizing element for the game; and
- a template for assisting the building of each simulated structure that forms part of the completed structure.

178. A competitive game comprising:

- a randomizing element;

a plurality of structural units for forming a variety of simulated structures;

a plurality of game pieces moveable on a playing surface, each said game piece representative of a distinct player character, each said game piece including a humanoid figurine on a base having at least one rotating wheel, each said game piece having a plurality of indicia thereon indicative of character attributes, wherein the indicia are indicative of distinct player characters and character abilities in attacking/defending and character abilities in movement.

179. The game of claim 178 further including a plurality of templates for positioning the structural units which can selectively build the variety of simulated structures.